

Bally

PROFESSIONAL ARCADE

POCKET FACTS

Four player

Three commercial quality games built in.

**A five-function, ten-memory, printing
calculator**

Two hundred fifty-six colors

Automatic TV tube protection circuit

Two sophisticated sound channels

Remote control game selection

On-screen game instruction

Eleven function hand controls

Easy hook-up to black & white or color TV

User-programmable game time

FCC approved

Sophisticated circuitry:

Z-80 microprocessor

32 integrated circuits

8K Byte Read Only Memory

4K Byte Random Access Memory

Expandable into a home computer

Made by Bally

**World's largest manufacturer of coin-
operated amusement devices.**

Automatic TV Protection

Your Arcade is designed with the TV protection circuit. If your unit is left unattended for only five minutes, the Bally Arcade will automatically blank the screen and thus prevent any damage to your television. When you return, all you need to do is press *any* key and get your screen operational again.

Remote Game Selection

The Bally professional Arcade is the only programmable video game with optional remote game selection.

The procedure for remote game selection is easy and only three steps are involved.

Remote game selection works **ONLY** with the #1 Player control.

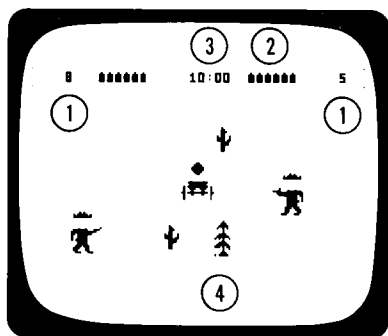
- 1) Press the trigger. This tells the Arcade that you wish to use remote game selection. A red number will appear in the lower-left corner of the TV screen.
- 2) Twist the knob on the hand control to change the red number. Adjust the knob until the number of entry that you want is shown.
- 3) Press the trigger again. This time it will register your choice with the Bally Professional Arcade.

Now follow the same 1, 2, 3 sequence to enter the number of players or the number of games.

When a game is over, you can start another game by pulling the trigger to get the menu. Then pull trigger, adjust knob and pull trigger again to enter your choice.

Gunfight (2 player only)

1. Press [1] on the keypad to get GUNFIGHT on the screen.
2. Enter the score you wish to play to.
3. Enter [=]



1. Each player's score.
2. The shots remaining.
3. Ten second timer starts after either player runs out of ammo.
4. Each "scoring set" will have different objects appear on screen between the gunfighters. Your gunfighter will be able to hide behind cacti, trees and even a covered wagon.

Hand Controls

Gunfight is a two-player game and uses the hand controls numbered '1' and '2'.

Joy Stick Walks your gun fighter around the screen.

Knob Raises and lowers his arm.

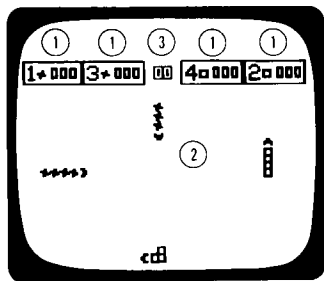
Trigger Shoots

NOTE: As the score becomes increasingly lopsided in the favor of one player, the other will have more objects to hide behind.

Checkmate

(0 to 4 players)

1. Press [2] on the keypad to get Checkmate.
2. Using the keypad, enter the number of games (1 to 99).
3. Enter [=].
4. Press [1], [2], [3], [4], or [0] for 1, 2, 3, 4, or 0 players



1. Each player's symbol and score.
2. Each player's symbol on the playing field.
3. The number of games remaining.

Scoring:

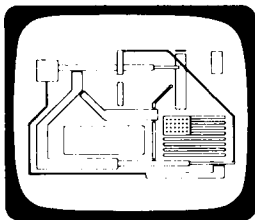
Every time you out last one of your opponents, you receive one point. For example, in a game with four players, the first player to be eliminated scores zero, and the remaining three score one point each. The *next* player eliminated also scores zero, and the remaining two players each score another point. After all other players have been eliminated, the remaining player will have scored three points . . . and the game is over.

Hand Controls

- Joy Stick Moves your symbol horizontally, vertically and diagonally.
- Knob no function.
- Trigger no function.

Scribbling

Scribbling is a fascinating creative game. By manipulating the various controls you can create a multi-color pattern on your TV screen and draw or write almost anything you choose.



HOW TO START:

1. Press [4] on the keypad for Scribbling.
2. Press [1], [2], [3], [4], or [0] for 1, 2, 3, 4, or 0 players.
3. Place plastic overlay on keypad.

HANDLE FUNCTIONS:

- Knob Turn counter clockwise to increase size of cursor and to go from white to green to red to blue.
- Joy stick Moves cursor in eight directions.
- Trigger Holding it in, places a trace on the screen.

KEYPAD FUNCTIONS (top to bottom).

- Top Row (Left to right) changes colors of white, green, red, blue.
- Second Row . . . reverses color change of above.
- Third Row changes intensities of colors from dark to light.
- Fourth Row changes intensities of colors from light to dark
- Fifth Row no function.
- Sixth Row first key clears picture; all others have no function.

Calculator Key Functions

- (C) Clear Key - Removes all previous calculations including memory storage.
- (CE) Clear Entry - Removes only the last entry from display.
- (CH) Change Sign - The "CH" key changes the sign of the displayed number. Negative numbers will appear in red.
- (MS) Memory Store - Adds displayed number to memory, 10 individual entries to memory storage can be made. Each time the MS key is used it should be followed by pressing the appropriate number key (1, 2, 3, etc.), to establish numerical sequence within storage register.
- (MR) Memory Recall - Recalls number in memory to display. Must be followed by appropriate number key to secure correct memory from storage.
- (↑) Scroll Up - Moves video tape forward.
- (↓) Scroll Down - Moves video tape backward.
- (.) Decimal - Enters a decimal point.
- (%) - Calculates a percentage of the previous entry.

A LOT MORE GAMES TO COME:

280 ZZZAP

DODGEM

SPEED MATH

BINGO MATH

BASEBALL

HOCKEY

TENNIS

HANDBALL

SEAWOLF

BOMBARDIER

PANZAR ATTACK

RED BARON

WORD HUNT

LETTER MATCH

SCRAMBLE

AND

BALLY BASIC

ARCADE

**The exclusive computer video
system that grows as you grow.**

BY BALLY

**The people who make games
people play.**

RF CABLE

CASSETTE STORAGE

POWER SUPPLY

TV ADAPTER
SWITCH

CASSETTE INSERTION



HAND CONTROLS

KEYPAD

RESET BUTTON

EJECT BUTTON

HAND CONTROLS